

Adjustments

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Applying adjustments

There are a range of adjustments which can be applied to your design as a new layer for creative or corrective purposes.

Adjustments are applied from the **Layers** panel and most include customizable settings alongside general adjustment options. Once applied, they can be identified as both an adjustment and a specific adjustment type by using unique symbols.

Adjustments can be symbolized, i.e. their settings can be updated across multiple instances of the adjustment layer at the same time.



Curves adjustment layer (named 01) indicating it is an adjustment (A) and a Curves adjustment type (B).

▼ Available adjustments:

-  Black & White
-  Brightness / Contrast
-  Channel Mixer
-  Color Balance
-  Curves
-  Exposure
-  Gradient Map
-  HSL
-  Invert
-  Lens Filter
-  Levels
-  LUT
-  Normals

-  OCIO (OpenColorIO)
-  Posterize
-  Recolor
-  Selective Color
-  Shadows / Highlights
-  Soft Proof
-  Split Toning
-  Threshold
-  Vibrance
-  White Balance

Adjustment layers only affect objects in the layer which are below them. Alternatively, you can make an adjustment a child of an object, thereby affecting that object only.

Some adjustments (i.e., Curves, Levels, or Channel Mixer) can be made in any color space independently of the document color space.

Settings

The following general settings are available from all adjustment dialogs:

- **Merge**—merges the current adjustment layer with the layer immediately below it in the layer order.
- **Delete**—closes the dialog and deletes the adjustment layer, removing the adjustment from the image.
- **Reset**—reverts all dialog settings to default.
- **Opacity**—how see-through the adjustment layer is.
- **Blend mode**—changes how the applied pixels interact with existing pixels on the layer below. Choose mode type from a pop-up menu.
-  **Blend Ranges**—click to access a dialog for setting the blend ranges, blend gamma and antialiasing settings for the selected layer.

 You can reset any adjustment setting back to its default by double-clicking on its slider handle.

 Not all adjustments have a dedicated dialog or customizable settings.

▼ To apply an adjustment:

1. On the **Layers** panel, do one of the following:
 - Select a layer to add the adjustment as a child of the layer. It will affect all objects on the selected layer.
 - Select a layer object, group or image to add the adjustment to the item, affecting just that item only.
 - Deselect all items to add the adjustment at the top of the layer stack, applying the adjustment to all items below it (the entire spread).
2. Click **Adjustments** and select an adjustment from the pop-up menu.
3. If a dialog appears for the adjustment, follow the steps below:
 - i. Adjust the settings in the dialog.
 - ii. Close the dialog.

 Adjustments are also available from the **Layer** menu's **New Adjustment** submenu.

SEE ALSO:

[Using adjustment layers](#)

Black and White adjustment

Convert a color image to monochrome while maintaining full control over how individual colors are converted.



Before

This adjustment comes with a handy **Picker** setting which allows you to target a color in the document and adjust the applicable slider.

💡 You may wish to apply a color tone, such as sepia, to the resulting grayscale image. To do this, you could use a **Recolor** adjustment.

✎ You can also create black and white images using the **HSL**, **Gradient Map**, and **Threshold** adjustments.

Settings

The following settings can be adjusted in the dialog:

- The sliders control the lightness value of the named color areas of the image. Drag the slider to the left to darken areas of the named color, drag the slider to the right to lighten them.
- **Picker**—allows you to drag on the image to modify the adjustment. The initial click will identify the predominant color, dragging left will darken areas of the identified color while dragging right will lighten them. The corresponding slider will be updated.

SEE ALSO:

[Applying adjustments](#)

[Recolor adjustment](#)

[HSL adjustment](#)

[Gradient Map adjustment](#)

[Threshold adjustment](#)

Black and White adjustment

Convert a color image to monochrome while maintaining full control over how individual colors are converted.



After (Click/Tap)

This adjustment comes with a handy **Picker** setting which allows you to target a color in the document and adjust the applicable slider.

Brightness / Contrast adjustment

Adjust the lightness and darkness, and the overall tonal range, of images.



Before

 You can also adjust the tonal range of images using the **Levels** and **Curves** adjustments.

Settings

The following settings can be adjusted in the dialog:

- **Brightness**—controls the lightness/darkness of the image. Drag the slider to the left to decrease brightness, drag to the right to increase it.
 - **Contrast**—controls the tonal range of the image. Drag the slider to the left to decrease the contrast between dark and light areas, drag to the right to increase it.
 - **Linear**—by default, the adjustment prevents shadow and highlight clipping by modifying pixels relative to their original lightness value. When selected, this option modifies pixels using absolute values and clipping may occur.
-

SEE ALSO:

[Applying adjustments](#)

[Levels adjustment](#)

[Curves adjustment](#)

[Shadows / Highlights adjustment](#)

Brightness / Contrast adjustment

Adjust the lightness and darkness, and the overall tonal range, of images.



After (Click/Tap)

 You can also adjust the tonal range of images using the **Levels** and **Curves** adjustments.

Settings

Channel Mixer adjustment

Adjust the color of individual channels to produce effects not easily achieved with other color adjustment tools.



Before

💡 Adjustments can be made in any color mode, regardless of the document's current color mode.

Settings

The following settings can be adjusted in the dialog:

- **Output Channel:**
 - Select a color mode from the first pop-up menu.
 - Specify a single color channel to apply the adjustment to, including the layer's alpha channel. Select from the second pop-up menu.
- The sliders control the contribution of the named color to the selected output channel. Drag the slider to the left to decrease the level of the named color, drag the slider to the right to increase it.
- **Offset**—controls the overall influence the selected output channel has on the image as a whole. Drag the slider to the left to decrease the output channel's contribution, drag the slider to the right to increase it.

 Modifying the alpha channel produces a keying/matting effect.

SEE ALSO:

[Applying adjustments](#)

Channel Mixer adjustment

Adjust the color of individual channels to produce effects not easily achieved with other color adjustment tools.



After (Click/Tap)

💡 Adjustments can be made in any color mode, regardless of the document's current color mode.

Color Balance adjustment

The Color Balance adjustment provides a way to modify the contribution of particular colors to a set tonal range.



Before

Settings

The following settings can be adjusted:

- **Tonal Range**—determines the tones to be adjusted. Select from the pop-up menu.
 - The sliders control the balance of the named colors in the selected **Tonal Range**. Drag the slider toward the color you wish to emphasize.
 - **Preserve luminosity**—if this option is off (default), the adjustment ignores the original lightness value of pixels. When selected, the adjustment modifies pixel colors with respect to their original lightness value.
-

SEE ALSO:

[Applying adjustments](#)

Color Balance adjustment

The Color Balance adjustment provides a way to modify the contribution of particular colors to a set tonal range.



After (Click/Tap)

Settings

The following settings can be adjusted:

Curves adjustment

Adjust the color, tone and alpha channels with the curves adjustment, either on individual channels or by adjusting the master curve.



Before

 Apply this adjustment via the **Adjustment** button on the **Layers** panel or via **Layer > New Adjustment**.

You can use the Curves adjustment to manipulate individual color channels. The adjustment can be used on placed images as well.

💡 Adjustments can be made in any color mode, regardless of the document's current color mode.

✎ You can also adjust the tonal range of images using the **Levels** and **Brightness and Contrast** adjustments.

Settings

The following settings can be adjusted in the dialog:

- Select a color mode (**GREY/RGB/CMYK/LAB**) from the first pop-up menu.
- Specify a single color channel to apply the adjustment to, including the layer's alpha channel. **Master** (the default choice) applies the adjustment to all color channels, excluding the alpha channel.
- **Picker**—click to activate the picker which allows you to drag on the image to modify the adjustment. Regardless of the color model set, a click-drag places a node on the curve in relation to the selected pixel intensity; a 1x1 pixel area is considered. Secondly, dragging up (to lighten the image) or dragging down (to darken it) modifies the adjustment. The curve graph will update accordingly.
- **X**—accurately positions any added and currently selected node on the X-axis of the graph.
- **Y**—accurately positions any added and currently selected node on the Y-axis of the graph.
- **Min** and **Max** are the input minimums and input maximums and let you determine the range/threshold of values that are affected by the adjustment. It uses a normalized 0-1 range (regardless of bit depth) but setting **Max** to >1 allows the adjustment to manipulate HDR values as well. They can be also be used to fine-tune the manipulated tonal range in 8-bit and 16-bit documents.

▼ To adjust a curves graph:

On the curves graph, do any of the following:

- In the dialog, click **Picker** and then drag up or down on the page.
- Drag the curve to adjust the tonal range of the image.
- Click on the curve to add additional nodes.
- Click to select a node and then press the **Backspace** key to remove it.

💡 In general:

- Drag the curve downwards to correct overexposure.
- Drag the curve upwards to correct underexposure.
- Create a gentle S-shape by adding nodes (see above) and dragging the curve in opposite directions to correct washed out images.

💡 To fine-tune node positions, try nudging a selected node by pressing the left, right, up, or down arrow key (or alter **X** and **Y** values).

Curves adjustment

Adjust the color, tone and alpha channels with the curves adjustment, either on individual channels or by adjusting the master curve.



After (Click/Tap)

 Apply this adjustment via the **Adjustment** button on the **Layers** panel or via **Layer > New Adjustment**.

You can use the Curves adjustment to manipulate individual color channels. The adjustment can be used on placed images as well.

Exposure adjustment

Correct highlight and shadow detail.



Before

Settings

The following settings can be adjusted in the dialog:

- **Exposure**—controls the highlight/shadow levels of the image. Drag the slider to the left to increase shadows, drag to the right to increase highlights.

💡 In general:

- Drag the slider to the left to correct overexposure.
- Drag the slider to the right to correct underexposure.

SEE ALSO:

[Applying adjustments](#)

[Curves adjustment](#)

Exposure adjustment

Correct highlight and shadow detail.



After (Click/Tap)

Settings

The following settings can be adjusted in the dialog:

Gradient map adjustment

The Gradient Map adjustment maps the equivalent grayscale range of an image to a specified color gradient. This provides an effective (and creative) way of recoloring an image.



Before

Settings

For dialog settings, see the [Gradient and bitmap fills](#) topic.

Gradient map adjustment

The Gradient Map adjustment maps the equivalent grayscale range of an image to a specified color gradient. This provides an effective (and creative) way of recoloring an image.



After (Click/Tap)

Settings

For dialog settings, see the [Gradient and bitmap fills](#) topic.

 To create a black and white image, ensure the gradient contains only grayscale values.

SEE ALSO:

[Gradient and bitmap fills](#)

[Applying adjustments](#)

[Recolor adjustment](#)

[Black and White adjustment](#)

HSL adjustment

Fine-tune the colors in your image, or even completely change them, by modifying the hue, saturation and luminosity (lightness).



Before

Settings

The following settings can be adjusted:

- **HSV**—when checked, uses the Hue Saturation Value (HSV) model instead of Hue Saturation Lightness (HSL). The Saturation Shift and Luminosity Shift sliders behave differently between the two models.
- **Color Wheel**—when using a particular channel, allows you to determine the range of colors affected by that channel (e.g., **Greens**) using four nodes located on the wheel.
- **Channel**—represented as colored circles under the wheel. Click the first (Master; multi-colored) to alter all colors at once or click any other colored circles to enable a specific color set (e.g., Reds).
- **Picker**—allows you to sample a specific color from your image on which to base your adjustment. The currently active solid color circle will be updated after picking; the Master circle cannot be color picked.
- **Hue Shift**—controls the color tint of pixels in the image. Drag the slider to shift the colors through the spectrum.
- **Saturation Shift**—controls the intensity of the colors in the image. Drag the slider to the left to decrease color intensity, drag to the right to increase it.
- **Luminosity Shift**—controls the overall brightness of the image. Drag the slider to the left to decrease brightness, drag to the right to increase it.



Using the Channel nodes

If choosing a specific channel, you can adjust that color's range in different ways:

- Drag on an individual node to reposition it around the color circle.
- Drag the black line that connects the colored nodes. The central line between inside nodes moves all four nodes simultaneously and in relation to each other. The black line between either outer node and its adjacent node moves just that pair of nodes independent of the other node pairing.



To create a desaturated (black and white) image, position the **Saturation Shift** slider to the far left with the **Master** channel selected.

SEE ALSO:

[Applying adjustments](#)

[Recolor adjustment](#)

[Black and White adjustment](#)

HSL adjustment

Fine-tune the colors in your image, or even completely change them, by modifying the hue, saturation and luminosity (lightness).



After (Click/Tap)

Settings

The following settings can be adjusted:

Invert adjustment

Create a negative image by inverting all color channels.



Before

This adjustment has no customizable settings.

💡 You can use Invert as part of the process of making edge masks and to apply sharpening and other adjustments to selected areas of an image.

Invert adjustment

Create a negative image by inverting all color channels.



After (Click/Tap)

This adjustment has no customizable settings.

💡 You can use Invert as part of the process of making edge masks and to apply sharpening and other adjustments to selected areas of an image.

Lens Filter adjustment

Emulates the use of a lens filter to tint the color of the image.



Before

Settings

The following settings can be adjusted:

- **Filter Color**—Choose the color/tint of your lens filter.
 - **Optical Density**—Adjust the density (or strength) of the lens filter: this controls how much of the tint is blended into the image.
 - **Preserve Luminosity**—When checked, prevents the change in color from affecting the luminance channel of the image. If unchecked, increasing the optical density will typically reduce the luminosity of the image.
-

SEE ALSO:

[Applying adjustments](#)

Lens Filter adjustment

Emulates the use of a lens filter to tint the color of the image.



After (Click/Tap)

Settings

The following settings can be adjusted:

Levels adjustment

Adjust the tonal values and color balance of an image by setting the black point, white point, and gamma. Adjusting the levels affects the pixel distribution within an image.



Before

💡 Adjustments can be made in any color mode, regardless of the document's current color mode.

Settings

The following settings can be adjusted in the dialog:

- Select a color mode from the first pop-up menu.
- Specify a single color channel to apply the adjustment to, including the layer's alpha channel. **Master** (the default choice) applies the adjustment to all color channels*, excluding alpha channel*.
- **Black Level**—determines the range of pixels in the image considered to be pure black. Drag the slider to the right to include pixels in the range (thereby increasing shadows), drag to the left to exclude pixels (thereby reducing shadows).
- **White Level**—determines the range of pixels in the image considered to be pure white. Drag the slider to the left to include pixels in the range (thereby increasing highlights), drag to the right to exclude pixels (thereby reducing highlights).
- **Gamma**—determines the distribution of mid-tone pixels in the image. Drag the slider to the left to redistribute pixels towards the black point, drag to the right to redistribute towards the white point.
- **Output Black Level**—remaps the output level of absolute black. Moving the slider to the right makes the design look more pale and washed out.
- **Output White Level**—remaps the output level of absolute white. Moving the slider to the left lessens the intensity of highlights of the design.

💡 To create a negative-style (inverted) image, position the **Black Level** slider further to the right than the **White Level**.

✎ Holding **Alt** while modifying the Black Level or White Level provides a realtime clipping preview.

SEE ALSO:

[Applying adjustments](#)

[Curves adjustment](#)

[Brightness / Contrast adjustment](#)

[Shadows / Highlights adjustment](#)

[Invert adjustment](#)

Levels adjustment

Adjust the tonal values and color balance of an image by setting the black point, white point, and gamma. Adjusting the levels affects the pixel distribution within an image.



After (Click/Tap)

💡 Adjustments can be made in any color mode, regardless of the document's current color mode.

LUT adjustment

The LUT adjustment allows you to emulate image colors used in a variety of media platforms.



Before

A LUT (look-up table) remaps pixel color values based on a defined XYZ matrix. This allows you to quickly replicate the appearance of various types of media, such as reproducing the cold, blue tone attributed to science fiction and horror movies.

The look up table is stored within a file previously exported from Affinity Photo 2 or other apps (e.g., video packages). Alternatively, it can be inferred by comparing images.

Settings

The following settings can be adjusted in the dialog:

- **Load LUT**—sets the LUT file which gets applied to the document. In the pop-up dialog, navigate to and select a file, and click **Open**.
- **Infer LUT**— Applies a LUT adjustment without the need of a separate LUT file by comparing a 'source' image and its adjusted exported image. With a new 'target' image loaded, click **Infer LUT**, then in the pop-up dialog, navigate to and select both source and adjusted files in turn, and click **Open**.

 The following types of LUT files are available: *.3dl, *.csp, *.cube, and *.look.

SEE ALSO:

[Applying adjustments](#)

LUT adjustment

The LUT adjustment allows you to emulate image colors used in a variety of media platforms.



After (Click/Tap)

A LUT (look-up table) remaps pixel color values based on a defined XYZ matrix. This allows you to quickly replicate the appearance of various types of media, such as reproducing the cold, blue tone attributed to science fiction and horror movies.

OpenColorIO adjustment

The **OpenColorIO** adjustment is designed to help with OpenColorIO color-managed workflows by allowing color transforms between source and destination color spaces. See [Using OpenColorIO](#) for more information.



Before and after OCIO adjustments applied to convert logo to the same color space as the background render.

Settings

The following settings can be adjusted:

- **Source Color Space**—sets the input color space to use for transforming.
- **Destination Color Space**—sets the output color space.



This adjustment requires a valid OpenColorIO configuration in order to be usable. See [Using OpenColorIO](#) for instructions on setting up a configuration.

SEE ALSO:

[Applying adjustments](#)

[Using OpenColorIO](#)

OpenColorIO adjustment

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After (Click/Tap)

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SEE ALSO:

[Applying adjustments](#)

[Using OpenColorIO](#)

Posterize adjustment

Creates large, flat areas of color or tone in your images.



Before

Before and after adjustment applied.

Settings

The following settings can be adjusted in the dialog:

- **Posterize Levels**—controls the number of colored areas produced and the complexity of the resulting image. Drag the slider to the left to decrease the number of colored areas (thereby simplifying image layout), drag to the right to increase colored areas (thereby giving a more complex image layout).

 The number displayed in the dialog represents the **level** of complexity rather than the number of resulting colors.

SEE ALSO:

[Applying adjustments](#)

Posterize adjustment

Creates large, flat areas of color or tone in your images.



After (Click/Tap)

Before and after adjustment applied.

Settings

The following settings can be adjusted in the dialog:

Recolor adjustment

Create a monochrome image using the full spectrum of colors.



Before

Settings

The following settings can be adjusted in the dialog:

- **Hue**—controls the color tint applied to the image. Drag the slider to shift the tint through the spectrum.
- **Saturation**—controls the intensity of the image's color. Drag the slider to the left to decrease color intensity, drag to the right to increase it.
- **Lightness**—controls the overall brightness of the image. Drag the slider to the left to decrease brightness, drag to the right to increase brightness.



Creating black and white and sepia images

- To create a desaturated (black and white) image, position the **Saturation** slider to the far left.
- To create a sepia image, position the **Hue** slider anywhere around the orange section of the spectrum and position the **Saturation** slider anywhere left of the center.

SEE ALSO:

[Applying adjustments](#)

[Black and White adjustment](#)

[HSL adjustment](#)

Recolor adjustment

Create a monochrome image using the full spectrum of colors.



After (Click/Tap)

Settings

The following settings can be adjusted in the dialog:

Selective Color adjustment

The Selective Color adjustment provides a way to subtly adjust and enhance colors in your image on an individual channel basis. It makes a useful tool for color balance corrections.



Before

 This adjustment produces subtle effects. Even at the extreme ends of the adjustment, you shouldn't see many artefacts or saturated pixels. If you intend to make extreme adjustments, such as completely recoloring pixels, then the HSL adjustment will be more suitable.

Settings

The following settings can be adjusted in the dialog:

- **Color**—determines the color to be adjusted. Select from the pop-up menu.
 - **Relative**—when selected (default), color is added or subtracted in proportion to the amount of that color present in the source pixels, giving a more natural effect. If this option is off, colors are added or subtracted based on the absolute percentage specified, regardless of the how much of that color is present in the image.
 - The sliders control the levels of the named color in the selected **Color**. Drag the slider to the left to decrease the level of the named color, drag the slider to the right to increase it.
-

SEE ALSO:

[Applying adjustments](#)

[HSL adjustment](#)

Selective Color adjustment

The Selective Color adjustment provides a way to subtly adjust and enhance colors in your image on an individual channel basis. It makes a useful tool for color balance corrections.



After (Click/Tap)

 This adjustment produces subtle effects. Even at the extreme ends of the adjustment, you shouldn't see many artefacts or saturated pixels. If you intend to make extreme adjustments, such as completely recoloring pixels, then the HSL adjustment will be more suitable.

Shadows / Highlights adjustment

Adjust the lightness of the shadows and highlights in your image.



Before

Before and after adjustment applied.

Rather than applying a lighting adjustment to your entire image, making it lighter or darker, this adjustment affects the image's shadow and highlight areas and surrounding pixels.

Settings

The following settings can be adjusted in the dialog:

- **Shadows**—controls the lightness of image shadows. Drag the slider to the left to darken shadow areas, drag to the right to lighten them.
 - **Highlights**—controls the lightness of image highlights. Drag the slider to the left to darken highlight areas, drag to the right to lighten them.
-

SEE ALSO:

[Applying adjustments](#)

[Brightness / Contrast adjustment](#)

[Levels adjustment](#)

[Curves adjustment](#)

Shadows / Highlights adjustment

Adjust the lightness of the shadows and highlights in your image.



After (Click/Tap)

Before and after adjustment applied.

Rather than applying a lighting adjustment to your entire image, making it lighter or darker, this adjustment affects the image's shadow and highlight areas and surrounding pixels.

Soft Proof adjustment

Preview the effect of creating an output for a specific color space or device.



Before

This adjustment allows you to preview different output options for your photo or design. It can also be used creatively for tonal effects. As it behaves like a standard adjustment layer, it must be hidden or removed before exporting or sending to print, otherwise its effect will be included in the output.

Settings

The following settings can be adjusted in the dialog:

- **Proof Profile**—determines the color profile used. Select from the menu or use the up/down arrow keys to cycle through options.
 - **Rendering Intent**—specifies how the adjustment converts 'source' colors to the destination color space using different intents. Select from the following:
 - **Absolute colorimetric**—adjusted colors are scaled to the white point of the source color space.
 - **Perceptual**—for out of gamut colors, the visual relationship between colors is preserved so they are perceived as natural to the human eye, even though the color values may change.
 - **Relative colorimetric**—shifts colors after making comparison between the highlights of a source color space and the destination color space, while minimizing desaturation.
 - **Black point compensation**—when selected (default), the design's black point is adjusted to honor the current contrast within the current proof profile. If this option is off, the design's black point is not adjusted and image contrast may not be honored.
 - **Gamut check**—when selected, RGB colors without a CMYK equivalent will display as gray.
-

SEE ALSO:

[Applying adjustments](#)

[Export Persona](#)

[Export](#)

[Print](#)

Soft Proof adjustment

Preview the effect of creating an output for a specific color space or device.



After (Click/Tap)

This adjustment allows you to preview different output options for your photo or design. It can also be used creatively for tonal effects. As it behaves like a standard adjustment layer, it must be hidden or removed before exporting or sending to print, otherwise its effect will be included in the output.

Split Toning adjustment

Tints and recolors highlights and shadows.



Before

Settings

The following settings can be adjusted:

- **Highlights Hue**—controls the color tint of highlights.
 - **Highlights Saturation**—controls the intensity of the highlight colors. Drag the slider to the left to decrease color intensity, drag to the right to increase it.
 - **Shadows Hue**—controls the color tint of shadows.
 - **Shadows Saturation**—controls the intensity of shadow colors. Drag the slider to the left to decrease color intensity, drag to the right to increase it.
 - **Balance**—controls the emphasis of the adjustment. Drag the slider to the left to emphasize highlight color, drag to the right to emphasize shadow color.
-

SEE ALSO:

[Applying adjustments](#)

Split Toning adjustment

Tints and recolors highlights and shadows.



After (Click/Tap)

Settings

The following settings can be adjusted:

Threshold adjustment

Create a two-tone, black and white image from grayscale or color images based on a pixel intensity threshold.



Before

Any pixels lighter than the threshold are converted to white; any pixels darker than the threshold are converted to black.

Settings

The following settings can be adjusted in the dialog:

- **Threshold**—controls the transition point between pixels being converted to black or white. Drag the slider to the left to convert more pixels to white, drag the slider to the right to convert more pixels to black.

SEE ALSO:

[Applying adjustments](#)

[Black and White adjustment](#)

Threshold adjustment

Create a two-tone, black and white image from grayscale or color images based on a pixel intensity threshold.



After (Click/Tap)

Any pixels lighter than the threshold are converted to white; any pixels darker than the threshold are converted to black.

Vibrance adjustment

Adjusts the intensity of colors in your image.



Before

Settings

The following settings can be adjusted in the dialog:

- **Vibrance**—controls the intensity of colors in the image without clipping them. Drag the slider to the left to reduce color intensity, drag the slider to the right to boost subtle color intensity while minimizing the over-saturation (clipping) of more intense colors. Skin tones are also preserved to retain a natural appearance.
 - **Saturation**—controls the intensity of colors in the image equally, allowing for possible clipping. Drag the slider to the left to reduce color intensity, drag the slider to the right to boost color intensity without regard to clipping, allowing for much more intense results.
-

SEE ALSO:

[Applying adjustments](#)

Vibrance adjustment

Adjusts the intensity of colors in your image.



After (Click/Tap)

Settings

The following settings can be adjusted in the dialog:

White Balance adjustment

Remove unwanted color casts or to give your design a warmer or cooler feel.



Before

Settings

The following settings can be adjusted in the dialog:

- **White Balance**—controls the 'temperature' of the design. Drag the slider to the left to cool the design (by adding a blue tint), drag the slider to the right to warm the design (by adding an amber tint).
 - **Tint**—tints the design either towards magenta or green.
 - **Picker**—allows you to sample the page to set the white point on which the white balance will be calculated. You can sample using one of the following methods:
 - Click to sample a pixel under the cursor.
 - Drag the cursor across the image to sample all pixels under the cursor. The averaged color from those pixels is used.
 - Press the **Alt** key and drag to sample under a rectangular marquee, again using the averaged color of those pixels.
-

SEE ALSO:

[Applying adjustments](#)

White Balance adjustment

Remove unwanted color casts or to give your design a warmer or cooler feel.



After (Click/Tap)

Settings

The following settings can be adjusted in the dialog: